

Krulla

CHARACTER NAME

Barbarian 2

CLASS

2 / 2

Character Level / CR

1250 / 3000

EXP / NEXT LEVEL

ABILITY NAME

STR

Strength

16

+3

DEX

Dexterity

14

+2

CON

Constitution

17

+3

INT

Intelligence

5

-3

WIS

Wisdom

10

+0

CHA

Charisma

7

-2

SAVING THROWS

FORTITUDE

(constitution)

+6

=

+3

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+2

=

+0

+

+2

+

+0

+

+0

+

WILL

(wisdom)

+0

=

+0

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+5

RANGED

attack bonus

+4

GRAPPLE

attack bonus

+5

*Armor Spikes

HAND

TYPE

SIZE

CRITICAL

REACH

Equipped

P

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+5

1d6+3

Special Properties

deals extra piercing damage on a successful grapple attack

Axe (Throwing)

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+5

1d6+3

TH

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

Dam

+4

+2

+0

-2

-4

1d6+3

1d6+3

1d6+3

1d6+3

1d6+3

*Greataxe

HAND

TYPE

SIZE

CRITICAL

REACH

Both

S

M

20/x3

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+5

1d12+4

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Breastplate

Medium

+5

+3

-4

25

BARBARIAN RAGE

Uses per day

☐

1 times/day (8 rounds) The barbarian gains +4 to Strength, +4 to Constitution, a +2 morale bonus on Will saves, a -2 penalty to AC and a HP gain from the boosted Con Bonus of 4. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. The barbarian can only rage once per encounter. Entering a rage takes no time itself, but the barbarian can only do it during his action.

Rik

PLAYER NAME

Dwarf

RACE

51

AGE

Medium / 5 ft.

SIZE / FACE

Male

GENDER

4' 2"

HEIGHT

None

DEITY

Chaotic Good

ALIGNMENT

170 lbs.

WEIGHT

Darkvision (60 ft.)

VISION

WOUNDS/CURRENT HP

HP

hit points

22

AC

armor class

17

TOTAL

FLAT

17

TOUCH

12

BASE

10

ARMOR BONUS

5

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

DODGE

0

MISC

0

INITIATIVE

modifier

+2

TOTAL

DEX MODIFIER

+2

MISC MODIFIER

+0

BASE ATTACK

bonus

+2

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft.

MISS CHANCE

25

ARCANE SPELL FAILURE

-4

ARMOR CHECK PENALTY

0

SPELL RESIST

0

TOTAL SKILLPOINTS: 9

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS: 5/2.5

✓ Appraise

INT

-3

=

-3

✓ Balance

DEX

-2

=

2

+ -4

✓ Bluff

CHA

-2

=

-2

✓ Climb

STR

1

=

3

+ 2

+ -4

✓ Concentration

CON

3

=

3

✓ Craft (Untrained)

INT

-3

=

-3

✓ Diplomacy

CHA

-2

=

-2

✓ Disguise

CHA

-2

=

-2

✓ Escape Artist

DEX

-2

=

2

+ -4

✓ Forgery

INT

-3

=

-3

✓ Gather Information

CHA

-2

=

-2

✓ Heal

WIS

0

=

0

✓ Hide

DEX

-2

=

2

+ -4

✓ Intimidate

CHA

2

=

-2

+ 4

✓ Jump

STR

-5

=

3

+ 2

+ -10

✓ Listen

WIS

1

=

0

+ 1

✓ Move Silently

DEX

-2

=

2

+ -4

✓ Ride

DEX

2

=

2

✓ Search

INT

-3

=

-3

Search (Notice unusual stonework)

INT

-1

=

-3

+ [1]

+ 1

✓ Sense Motive

WIS

0

=

0

✓ Spot

WIS

0

=

0

✓ Survival

WIS

0

=

0

✓ Swim

STR

-5

=

3

+ -8

✓ Use Rope

DEX

2

=

2

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Character: Krulla

Player: Rik

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).
Created using PCGen 6.00.0 on Nov 26, 2012 at 11:18:31 PM

Level:2 (CR:2)
Page 1

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Armor Spikes	Equipped	1	0.0	0.0	
deals extra piercing damage on a successful grapple attack					
Axe (Throwing)	Carried	1	2.0	8.0	
Backpack	Carried	1	2.0	2.0	
23.02 lbs., 1 Bedroll, 1 Coin (Copper), 1 Grappling Hook, 1 Rope (Hempen/50 Ft.), 1 Waterskin (Filled)					
Bedroll	Backpack	1	5.0	0.1	
Breastplate	Equipped	1	30.0	200.0	
Grappling Hook	Backpack	1	4.0	1.0	
Greataxe	Equipped	1	12.0	20.0	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
Rope (Hempen/50 Ft.)	Backpack	1	10.0	1.0	
Waterskin (Filled)	Backpack	1	4.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			69.02	233.1	gp lbs.

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

MONEY	
Coin (Copper): 1[Backpack]	Total = 0.01 gp

LANGUAGES
Common, Dwarven

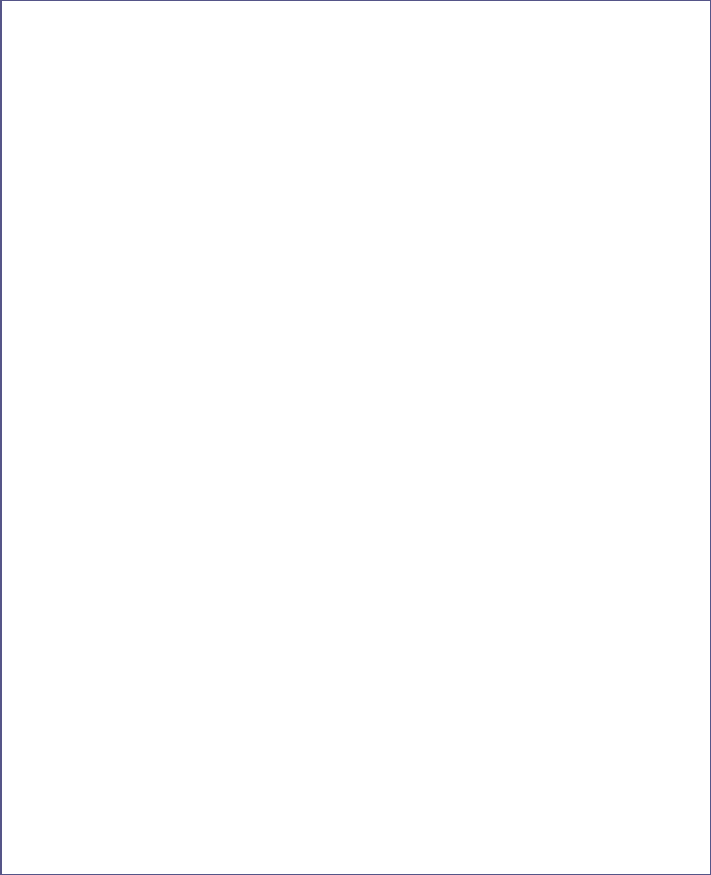
Special Attacks	
Rage (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
1 times/day (8 rounds), Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 4)	

Special Qualities	
Fast Movement (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.	
+4 Dodge bonus to Armor Class against monsters of the giant type	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+1 racial bonus on attack rolls against orcs and goblinoids	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+2 racial bonus on saving throws against poison	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+2 racial bonus on saving throws against spells and spell-like effects	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Humanoid Traits	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Illiteracy	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak. A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.	
Stability	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).	
Stonecunning	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Merely coming within 10 feet of unusual stonework entitles you make a Search check as if actively searching, and you can use the Search skill to find stonework traps as a rogue can. Something that isn't stone but that is disguised as stone also counts as unusual stonework. You can also intuit depth, sensing your approximate depth underground as naturally as a human can sense which way is up.	
+2 racial bonus on Appraise and Craft checks that are related to stone or metal	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Uncanny Dodge (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
Dex bonus to AC	

Feats	
Power Attack	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
On your action, before making attack rolls for a round, you may choose to subtract up to 2 from all melee attack rolls and add the same number to all melee damage rolls.	
Armor Proficiency (Light)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Armor Proficiency (Medium)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Martial Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You understand how to use all types of martial weapons in combat.	
Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	

PROFICIENCIES
Axe (Throwing), Battleaxe, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortsppear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Urgrosh (Dwarven), Waraxe (Dwarven), Warhammer

Krulla



Dwarf
RACE
51
AGE
Male
GENDER
Darkvision (60 ft.)
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
4' 2"
HEIGHT
170 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
HAIR
PHOBIAS
PERSONALITY TRAITS
INTERESTS
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography:

Notes:

Character Sheet Notes: